

Progress Report (Time Period: December 1, 2004 – February 2, 2005)

The University of Northern Iowa research team has made substantial progress on the gambling study. Eleven comparable non-casino counties have been selected based upon resident age, income and population characteristics. These are: Linn, Story, Cerro Gordo, Black Hawk, Johnson, Palo Alto, Pocahontas, Delaware, Muscatine, Hardin, and Marshall.

The data collection phase during this time period was broadly divided into nine categories: statistics on family finances, family relations, and demographics; employment assessment; impact assessment of pathological gambling; impact assessment of gambling related crimes; casino impact on substitute sites; beneficiaries of gambling tax revenue; gaming visitor demographics; economic impact of gaming; and host community gambling habits and perceptions of the socio/economic/environmental impact of gambling. Progress within each category is explained in the following paragraphs:

1) Family finances, family relations, family health and demographics: Data has been retrieved for the following variables: average age of death, suicide rate, divorce rates, per capita number of domestic abuses, bankruptcies, poverty, family demographics including occupation, education, and school drop out rates. Within the next couple of weeks, the research team expects to receive data on health type and quantity, addictive disorder (drug, alcohol abuse, and mental illness) from the Iowa Department of Health and percentage credit counseling and amount of personal debt from the Consumer Credit Agency of Iowa. The data is being collected for the most recent year for all counties and from 1990 onwards for the casino counties. In addition, time series comparison is being provided for the comparable non-casino counties. Historical data on car purchases and other big purchases is not available at the Iowa State Library. The Department of Transportation referred us to the Division of Motor Vehicles (DMV). DMV has statistics on car registrations and are in the process of installing new software. We have been asked to contact them after four weeks and they will try to retrieve the statistics from their database. We are in the process of establishing contacts to get statistics on percentage home improvements from the county assessors.

In addition, 200 key personnel from the casino counties are being interviewed over the telephone to obtain information on their perceptions. These are social service providers, economic development officers, and law enforcement officers. The CSBR (Center for Social Behavioral Research) team has encountered some problems with the collection of this data. Economic development officers have stated that it is their policy not to comment on gambling impacts. Social service people state that CSBR should talk with those who provide the gambling addiction treatment services (they are also being contacted). Both these groups are trying to push them off. Only the law enforcement people are less resistant, but still not very eager to provide information so far. Everyone seems reluctant to express either a personal opinion or a view that would be interpreted as representing their agency. CSBR will document all the responses. Current responses are as follows: Woodbury County: 5 social service, 0 law enforcement, 3 econ development officers; Scott County: 4 social service providers, 5 law enforcement officers, 5 economic development officers; Des Moines County: 1 social service provider, 2 law enforcement officers, 4 economic development officers; Clarke County: 2 social service providers, 3 economic development officers; and Lee County: 1 social service provider and 1 law enforcement officer. A total of 38 interviews have been registered. The breakdown is as follows: 13 social service providers, 8 law enforcement, and 17 economic development officers. This task is making slow progress.

2) Employment assessment: The research team has encountered problems with the retrieval of most of the employment assessment data. As of February 1, we have collected statistics on the following: total earnings, and change in types of job opportunities, average salary of Iowa residents. Job absenteeism for all Iowan residents is not available. However, statistics on job absenteeism is provided in a Report prepared for the Iowa Department of Health by the Harvard Medical School Division on Addictions. This report provides information on absenteeism of pathological gamblers. An attempt is being made to obtain countywide information on this variable. Historical data on pension benefits, percentage of people with health insurance, and number of locally owned family businesses is also not available according to the Bureau of Labor Statistics and SETA (Office of Social Economic Trend Analysis at Iowa State University). The Census Bureau conducted an American Community Survey which produces a wide range of data on health insurance coverage. A request has been emailed to them to provide us with County business patterns. Family owned businesses are being researched through the National Association of Counties and through the Small Business Administration of the United States Department of Commerce. Bureau of Labor Statistics provides

annual data on the number of sole proprietors and partnerships at the county level. We have also requested the Iowa Workforce Development to provide us with relevant statistics. In the event of non-availability of data, attempt is being made to provide alternative information.

3) Impact assessment of pathological gambling: This is associated with the gambling related crimes. Eleven treatment agencies across the State of Iowa have been contacted and their directors have been requested to provide gambler crisis information from 1990 onwards. Gambler statistics have been specifically requested on the following items:

- A) Socioeconomic characteristics: age, marital status (single, married, separated or divorced, widowed), race (white, black, other, Hispanic or Latino), education (HS Graduate or Higher, BA or Higher), employment (full or part time, looking, not in labor force), income (median or average annual individual income, median annual household income), occupation (professional, crafts/laborer, sales, service, farm worker), military status (veteran, active service), and parental status (how many children, age of the youngest child).
- B) Economic factors: % declaring bankruptcy, credit card debt, total debt, gambling debt, amount lost weekly, most lost in one week (last year), % lost legally (weekly), % lost illegally (weekly), work days missed due to gambling (last 12 months), and jobs lost due to gambling (last 5 years).
- C) Social factors (if yes, number of times): arrested in lifetime, arrested for gambling, arrested (past 12 months), and treated for substance abuse.
- D) Health Risk Behaviors (at least daily, %): tobacco use, food abuse, alcohol use, compulsive sex, illicit drug use, compulsive spending, prescription drug use, physical harm to self, physical violence, health insurance, and pension benefits.
- E) Miscellaneous: age first gambled, age gambling became a problem, years to problem, years to treatment, gambling preference (slots, casino games, sports, racetrack, and bingo), and family acceptance of gambling.

4) Impact assessment of gaming related crimes: The Iowa Department of Public Safety has modified its reporting system three times over the years. All variables are available for years 1988 and 1991-2003. Business Related Crimes consist of the following offenses: burglary/braking and entering, credit card/automatic teller machine fraud, embezzlement, shoplifting; theft from a building and theft from a coin-operated machine or device. Data is retrievable for all Iowa counties for 2003 as well as casino counties and comparable non-casino counties for years 1991-2003. The 1988 data is being sorted out and will differ from the consistency of years 1991-2003 due to the change in reporting requirements. Domestic abuse incidents data has been retrieved for all Iowa counties for 2003 as well as casino counties and comparable non-casino counties for years 1988 and 1991-2003. Gambling offenses consist of the following: betting/wagering; operating/promoting/assisting gambling; gambling equipment violations and sports tampering. Stealing from others consists of bribery; impersonation; kidnapping/abduction; pocket-picking; purse-snatching and robbery. Data for these variables, total arrests, and total offenses have been retrieved for all Iowa counties for 2003 as well as casino counties and comparable non-casino counties for years 1991-2003.

With regard to emergency 911 calls, E-911 was implemented by Iowa legislation in 1990. The E-911 Council in Iowa was formed in 1996. There are 126 Public Safety Answering points (PSAP) in Iowa. Each PSAP is responsible for their specified area and so it is up to them if they want to record data of the incoming E-911 calls. Letters have been written to each PSAP requesting all data that is available for years 1990-2004. The contact addresses were received from the President of the Iowa E-911 Council. The team is also making attempts to contact them over the telephone to request data. As of January 31, 2005, statistics have been received from Monona, Scott, Des Moines, and Woodbury counties. Some PSAP administrators are not able to accommodate our request. Their responses are quoted as follows: "Per our phone conversation, Mills County is unable to provide you with the information you requested. We have no 911 records before 1996. I would have to spend hundreds of hours physically counting the 911 print out sheets for each month, we currently have about 5 years worth of calls. I lack the staffing to accomplish the counting of 911 calls. Sorry, I could not be of service to you" (Director, Mills County E911 Center). "Our system does

not keep records of just 911 calls. Unfortunately, either you get all our calls (emergency and non-emergency) or none” (Ringgold County Sheriff).

5) Casino impact on substitute sites: All the popular attractions in casino counties and top attractions across the State of Iowa are being contacted over the telephone to provide annual visitation figures from 1990 onwards. Because this data is not available with the County Convention and Visitor Bureaus, the research team is seeking statistics from the individual attraction managers. As of February 3, the breakdown of statistics on the number county attractions that responded is as follows: Polk County (5), Linn (3), Pottawattamie (1), Dubuque (1), Clayton (1), Johnson (3), Monona (2), Boone (91), Montgomery (1), Jackson (2), and Boone (1). Annual breakdown of visitation figures is not consistent across all the attractions. Some have provided statistics from 1990 onwards, while others have data availability from 1998 onwards. This section is making slow but steady progress.

6) Beneficiaries of gambling tax revenue: Clarke County Development, Clinton County Community development Association, Dubuque Racing Association, Iowa West Racing Association, Missouri River Historical Development, Racing Association of Central Iowa, Riverboat Development Authority, Southeast Iowa Regional Riverboat Commission, Scott County Regional Authority and Upper Mississippi Gaming Corporation were all notified by letters and/or phone calls to provide a list of grant recipients for the most recent calendar year. All but statistics from the Southeast Iowa Regional Riverboat Commission have been received. Grant recipients are being divided into the following categories: Art, Culture, Music and History; City/County; Environment; Education; Health; Park, Recreation and Leisure; Miscellaneous; Religion; and Safety and Shelter. The recipients are being contacted with a request to provide a further breakdown of the funds received. Direct economic impact on the State of Iowa will be calculated from the data.

7) Gaming visitor demographics: The Iowa Gaming Association can only provide data on age, gender, and place of residence data on club players to all the casinos in Iowa (excluding the three tribal Indian casinos). We have received club player age, gender, and zip code information from only five casinos: Isle of Capri, Marquette, Rhythm City, Harrahs Council Bluffs, Bluffs Run Casino, and Isle of Capri, Bettendorf. We need these statistics from the rest of the casinos as well and have reminded the President of Iowa Gaming Association.

8) Economic impact of gaming: Iowa Gaming Association (IGA) has provided us with statistics on total number of employees, their income, and place of residence (zip codes). The research team is determining the economic impact study area based upon the zip codes. Moreover, total casino visitors are needed to calculate economic impact of other than gambling sectors such as lodging, gasoline, food and beverage, recreation, and entertainment. Iowa Gaming Association (IGA) provides data on total admissions to their casinos. Admission is defined by the President of Iowa Gaming Association as “each time a person walks through the entrance to the casino gaming area which is electronically tallied.” Based upon this definition, the admission statistics provided by IGA is subject to double counting and can include employees also. Iowa Gaming Association has been asked to provide an estimated percentage of double counts and employee so that number of casino visitors can be calculated. Because the research team was not able to conduct an onsite casino survey, average spending on several sectors other than gambling will be estimated based upon previous research. As a result, the total economic impact will be estimation subject to several limitations.

In addition, the research team will not be able to provide statistics on percentage visitors gambling in casino counties. We have calculated total visitors to casino counties based upon the statistics provided by the Iowa Tourism Office. They use statistics provided by the Travel Industry Association of America. Calculation based upon these sources shows that the total visitors to several casino counties are less than the total admission number provided by the IGA. There can be two main reasons for this inconsistency: the admissions include local residents and double counts (visitors popping out and coming back the same day or employees using the electronic entrance). IGA has been asked to provide an estimated percentage error so that total casino visitors can be calculated.

9) Local resident perceptions of the social impact: This section has made good progress going well. As of January 31, CSBR has received 1678 out of the 1700 responses from the residents across the State of Iowa. As soon as 1700 telephone surveys are completed, SPSS and SAS will be used to analyze the data.